



Intro to Arts, Audio-Visual Technology and Communications

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| Career Cluster | Arts, A/V Technology, Communications |
| Course Code | 11001 |
| Prerequisite(s) | none |
| Credit | .5 or 1 credit |
| Program of Study and Sequence | Foundation Course – Introduction to Arts, Audio-Visual Technology and Communications – Level I Pathway Course |
| Student Organization | Skills USA, FBLA |
| Coordinating Work-Based Learning | Field trips, guest speakers, job shadowing |
| Industry Certifications | None |
| Dual Credit or Dual Enrollment | None |
| Teacher Certification | Arts AV Technology & Communications Cluster Endorsement; *K12 Classroom Technology; *K12 Educational Technology; *Multimedia; *Graphic Design |
| Resources | local postsecondary institutions, media outlets and online tools |

Course Description:

Introduction to Arts, A/V Technology & Communication course enables students to understand and critically evaluate the role of media in society. Course content includes: investigation of visual images, printed material and audio segments as tools of information, entertainment and propaganda; improvement of presentation and evaluative skills in relation to mass media; recognition of various techniques for delivery of a particular message; and, in some cases, creation of a media product. The course may concentrate on a particular medium within the selected pathway(s).

Program of Study Application

This is a cluster-level course, preparing students to enter any of the following pathways: Printing Technology and Journalism, Telecommunication/AV Technology and Film, Visual Arts and Performing Arts.

Course Standards**IAC 1 Understand opportunities within Arts, A/V Technology and Communications**

| <i>Webb Level</i> | <i>Sub-indicator</i> | <i>Integrated Content</i> |
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| One Recall | IAC 1.1 Investigate career opportunities in Arts, A/V Technology and Communication occupations Examples: <ul style="list-style-type: none"> • Research career opportunities that best meet student interests by participating in career exploration activities • Interview a professional working in an occupation that is of interest • Explore the requirements, skills, wages, education and geographic opportunities in one career of each pathway (audio and video technology and film, printing technology, visual arts, performing arts, journalism and broadcasting, and telecommunications) in this career cluster • Prepare and present findings of selected career opportunity(-ies) | Portfolio, SDMyLife.com , PBS News Hour: Student Reporting Labs , American Society of News Editors , Journalism Education Association , Poynter News University , Educational Theatre Association , SchoolJournalism.org , National Art Education Association , United States for Theatre Technology |
| Two Skill/Concept | IAC 1.2 Explore historically significant events in development of specified pathway(s) Examples: <ul style="list-style-type: none"> • Research and present a related topic, e.g., yellow journalism, theatre history • Explore progression of video editing | Portfolio, ASNE , JEA , EDTA , SchoolJournalism.org , NAEA , Poynter , PBS , Cyber College: Elements of Mass Communications |

Notes

IAC 2 Demonstrate proper usage of tools in the Arts, A/V Technology, and Communication cluster

| <i>Webb Level</i> | <i>Sub-indicator</i> | <i>Integrated Content</i> |
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| Three Strategic Thinking | IAC 2.1 Use hardware associated with career cluster Examples: <ul style="list-style-type: none"> • Research hardware used in various A/V Technology jobs • Use a camera to shoot still images • Use a camera to take video footage • Use a recording device to capture sound • Create a podcast using appropriate hardware • Use various performance-related technology, such as sound and light boards • Discuss topologies of networking | Portfolio, Journalism and Broadcast Media, Performance Productions, Audio/Visual Productions, Student Exhibits |
| Two Skill/Concept | IAC 2.2 Carry out the proper and safe use of equipment Examples: <ul style="list-style-type: none"> • Demonstrate proper use of selected equipment • Summarize safety procedures learned from industry standards • Discuss hazards related to working in the A/V, Communications and Visual Arts industries | Journalism and Broadcast Media, Performance Productions, Audio/Visual Productions, Student Exhibits |
| Three Strategic Thinking | IAC 2.3 Use software specific to career cluster pathways Examples: <ul style="list-style-type: none"> • Edit a photograph using image-editing software • Create an advertisement using desktop publishing software • Create a one-page website using a web editing software program • Edit audio and/or video using editing software • Use computer-aided design software to create an illustration • Collaborate using document sharing software • Create a HelloWorld program application | Portfolio, Journalism and Broadcast Media, Performance Productions, Audio/Visual Productions, Student Exhibits |

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| Two Skill/Concept | IAC 2.4 Use appropriate terminology specific to career cluster pathway(s) Examples: <ul style="list-style-type: none">• Explain software functions, e.g., cut-and-paste• Demonstrate use of correct structure, e.g., inverted pyramid, timelines, headlines, leads• Create a product using photography and videography principles, e.g., composition, rule of thirds, stages of production | Journalism and Broadcast Media, Performance Productions, Audio/Visual Productions, Student Exhibits |
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IAC 3 Analyze various purposes and individuals' responsibilities within communication fields

| <i>Webb Level</i> | <i>Sub-indicator</i> | <i>Integrated Content</i> |
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| Three Strategic Thinking | IAC 3.1 Differentiate media messages Examples: <ul style="list-style-type: none"> Investigate consumer-specific advertising Compare and contrast influences conveyed in media Analyze media for manipulation Differentiate between fact and opinion in media Explore how various delivery methods change messages, e.g., broadcast versus print Evaluate how delivery method can be modified for various audiences | Portfolio |
| Two Skill/Concept | IAC 3.2 Relate laws and ethics in media Examples: <ul style="list-style-type: none"> Rewrite current copyright laws in language easy to understand Discuss application of copyright laws to downloadable media Analyze scenarios in relation to copyright laws Debate ethics of altering graphics, images, written or website content Review implications of using artists' written or visual material with or without consent | Portfolio, ASNE , JEA , EDTA , SchoolJournalism.org , NAEA , Poynter , PBS |
| Three Strategic Thinking | IAC 3.3 Integrate personal responsibility into technological forms of communication Examples: <ul style="list-style-type: none"> Apply the First Amendment to modes of communication Develop a list of guidelines for the proper use of email Justify and build social media Defend impact of sharing media over internet | Portfolio, Journalism and Broadcast Media, Performance Productions, Audio/Visual Productions, Student Exhibits, ASNE , JEA , EDTA , SchoolJournalism.org , NAEA , Poynter , PBS , firstamendment.org , StaySafeOnline.org |

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IAC 4 Explain color theory and design principles

| <i>Webb Level</i> | <i>Sub-indicator</i> | <i>Integrated Content</i> |
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| Two Skill/Concept | IAC 4.1 Demonstrate understanding of color theory impact on art and/or media Examples: <ul style="list-style-type: none"> • Justify color selection choices, e.g., costumes, set design, print • Explain emotional and symbolic impact of color selection • Examine current color trends | Portfolio, Journalism and Broadcast Media, Performance Productions, Audio/Visual Productions, Student Exhibits, CTE Online , United States for Theatre Technology |
| Two Skill/Concept | IAC 4.2 Analyze and describe how composition of art and/or media is affected by use of design principles Examples: <ul style="list-style-type: none"> • Analyze media for effects of the Rule of Thirds • Demonstrate correct use of composition guidelines • Create a costume reflecting a particular time period or era • Combine color and pattern to create a desired effect, e.g., clothing or interior design | Portfolio, Journalism and Broadcast Media, Performance Productions, Audio/Visual Productions, Student Exhibits |

Notes

IAC 5 Demonstrate application of professional skills and knowledge

| <i>Webb Level</i> | <i>Sub-indicator</i> | <i>Integrated Content</i> |
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| Four Extended Thinking | IAC 5.1 Using an area of expertise, create a work of self-expression within selected pathway Examples: <ul style="list-style-type: none">• Create a video• Perform a dance or dramatic scene• Design an advertisement for a school organization | Portfolio, Journalism and Broadcast Media, Performance Productions, Audio/Visual Productions, Student Exhibits |
| Three Strategic Thinking | IAC 5.2 Apply course concepts in industry-based collaboration Examples: <ul style="list-style-type: none">• Prepare options for prospective client(s)• Provide audio/visual options• Create a written summary• Sketch a plan to address a client's request• Demonstrate editing and revising skills | Portfolio, Journalism and Broadcast Media, Performance Productions, Audio/Visual Productions, Student Exhibits |

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